

GETTING READY

PREPARATION:

- ▶ Obtain supplies and volunteers for Check-In process.
- ▶ Make a copy of the Boarding Pass and Parent Letter for each kid. Leave them at Baggage Claim.

SUPPLIES:

- ☐ Passport for each kid
- ☐ HighPoint or Unit Stickers
- ☐ Optional: Unit CD-ROM, Avery Labels, computer, printer
- ☐ Go the Distance Music CD, CD player
- ☐ Unit DVD, DVD player, TV or projection screen

GETTING READY

PREPARATION:

- ▶ Display a globe or map.
- ▶ Print the script from the Unit CD-ROM.
- ▶ Hide the script in a sketchbook.
- ▶ Locate or create an odd hat for Sammy.
- ▶ Create a foil or paper necktie for Sammy.
- ▶ Optional: Locate work shoes and a striped top for Sammy.

SUPPLIES:

- ☐ Unit DVD, DVD player, TV or projection screen
- ☐ Unit CD-ROM, computer, printer
- ☐ Globe or map, yarn
- ☐ Paper folded like a brochure
- ☐ Costume for Sammy Sticher
- ☐ Sketchbook
- ☐ Business card
- ☐ Odd hat
- ☐ Odd sunglasses
- ☐ Foil or paper necktie
- ☐ Optional: work shoes and a striped top

T!P

***The sound represented by [n] is lightly and nasally pronounced.**



CHECK-IN

As each kid arrives at Check-In, write his or her name on a Passport. Add a sticker to each kid's Passport. Ask the kids to give their Passports to their Tour Guides.



- Play lively, exciting music as the kids enter the HighPoint room. Choose songs from your favorite worship CD or the **Go the Distance Music CD**.



- ▶▶ Play the Unit DVD "Check-In" segment while you are waiting for everyone to arrive.
- ▶▶ Play the Unit DVD "Takeoff Countdown" segment when you are ready to begin.

Attention HighPoint passengers. HighPoint Flight 243 is now boarding. Passengers, please prepare for fun! Prepare for excitement! HighPoint fun begins in ten seconds. (On-screen: 10-9-8-7-6-5-4-3-2-1. HighPoint!)



TAKEOFF



As kids gather, encourage them to sit with their Tour Guides. Tour Guides will introduce visitors to their Hub Groups.

Welcome and Worship

- (SAY)** *Bonjour!* (boh[n]-ZHOOR)* Welcome to HighPoint! We're on our way to a new and exciting location—Paris, France! *Bonjour* means "hello" in French.

Let's all say *Bonjour* to each other. (Pause for kids to respond.) And now, let's stand up and sing.

- Play these songs from the **Go the Distance Music CD**:
Track 11: "Never Alone"
Track 12: "He Will Be With You"



- (SAY)** That was fun! I think our trips to Paris will be fun too. Paris is the beautiful capital of France. It's known for its art museums and interesting monuments. Paris is also famous for expensive fashions and rich food. Let's go!

- ▶▶ Play the Unit DVD "Takeoff Video" segment to simulate the plane's ascent.
- ▶▶ Play the Unit DVD "Paris Landing" segment.

Bonjour! Welcome to HighPoint Airlines. I hope you're enjoying your flight. HighPoint is the only airline that serves cafeteria food at twenty thousand feet. So finish your mystery casserole! We'll soon be landing in Paris, the capital city of France.

Imagine Paris

▶▶ Play the Unit DVD “Imagine Paris” segment as you present the following.

SAY While we’re flying towards France, let’s pretend we’re walking down the streets of Paris. (*Sniff as if you smell something wonderful.*) Ahh! I smell freshly baked baguettes with butter and jam. Yumm!

In the distance we can see the Eiffel Tower. This tall metal tower is a Paris landmark.

Oh, look! There’s the Louvre (*Lewv[ruh]*) Museum. It’s probably the world’s most famous art museum. And over there is Notre Dame (*NOH-truh dahm*), one of Paris’s most famous churches.

Notice the Seine (*sen*) River flowing through the city. Many famous artists have painted this beautiful river.

As our plane begins to land, we see dozens of bicycle racers speeding down the road. They’re racing toward the finish line of the famous Tour de France bike race.

T!P

Display a globe or world map. Use yarn to mark the route to Paris from where you are.



HighPoint Challenge

SAY Right now, it’s time for the High Point Challenge! As we start the challenge, we’ll learn two French words.

The first word is *oui* (*wee*). *Oui* means “yes” in French. Our second word is *non* (*noe[n]*). *Non* means “no” in French.

- Say the words and have the kids repeat them after you.

SAY I’m going to give you five fun facts about Paris. If you think the statement is right, give me a big *oui*. Let’s practice. (*Let the kids practice.*)

If you think the statement is wrong, give me a big *non*. (*Let the kids practice.*)

▶▶ Play the Unit DVD “HighPoint Challenge” for each quiz question and answer segment in turn.

ASK 1. The official language of France is Pig Latin. *Oui* or *non*?

What’s the answer? (*After group response, play the DVD clip.*) You’re right. *Non*! That statement is not true. People in France speak French!

ASK 2. The Eiffel Tower is made of metal. *Oui* or *non*?

What’s the answer? (*After group response, play the DVD clip.*) *Oui*! It’s true. The Eiffel Tower is easy to recognize by its metal skeleton. It was built to celebrate the French Revolution.

ASK 3. Paris is famous for fashion and food. *Oui* or *non*?

What's the answer? (After group response, play the DVD clip.) *Oui!* That is right. Paris is famous for its fashions and fashion designers. It's equally famous for its rich food. You're doing a great job so far!

ASK 4. The Mississippi River flows through Paris. *Oui* or *non*?

What's the answer? (After group response, play the DVD clip.) *Non!* That is false. The Mississippi River is in the United States. The famous river in Paris is the Seine (*sen*).

ASK 5. A famous car race, the Tour de Paris, ends in Paris. *Oui* or *non*?

What's the answer? (After group response, play the DVD clip.) Definitely *non*! But the Tour de France, which is probably the best-known bicycle race in the world, does. Each year large crowds gather to watch the race end in Paris.

SAY Good work! You made good choices. But sometimes it's hard to make right choices. We don't usually make our choices all by ourselves. We have people who influence us.**ASK** For example, if you want to go to the park, but your friends all want to go to the pool, will you change your mind and go to the pool? (*probably*)**SAY** When our friends influence us to like a certain TV show or a certain sports team, that's okay.

But there are other times when our friends try to influence us to do things we shouldn't. That's called peer pressure. Let's see if we can decide what peer pressure is.

ASK Is it peer pressure when your friends don't like your teacher and want you to dislike her too? (*yes*)

Is it peer pressure when the popular kids wear a brand of expensive shoes and you bug your parents to buy those same shoes for you? (*yes*)

Is it peer pressure when a friend talks back to his parents and you start talking back to your parents too? (*yes*)

Is peer pressure feeling like you have to do what others do? (*yes*)

ASK Have you heard the saying, "But everyone's doing it!"? That's peer pressure.

Why do people give in to peer pressure? (*We want to fit in. We worry that others will make fun of us. We want to be popular.*)

SAY In our trips to Paris, we'll talk about becoming strong enough to stand up to peer pressure. That's The Point of our trips. Let's say The Point.

▶▶ Play the Unit DVD “What’s The Point?” segment.

What’s The Point?



I won’t let people pressure me into doing things that don’t please God!

- Repeat The Point several times.

SAY Before we tour Paris, follow my lead and do what I do.

- Lead kids in doing the following:

- ☐ running in place
- ☐ toe touches
- ☐ beating your chest
- ☐ making ape noises
- ☐ being seated

ASK Do you see how easy it was to for me to lead you in doing silly things? That’s what peer pressure is like. Sometimes we make choices to be like our friends and don’t realize we’re doing worse and worse things because of peer pressure.

SAY It’s time for us to explore the city!

Sammy Stitcher Visits

In this skit we meet Sammy Stitcher, an ambitious designer who’s come to Paris hoping for a great job in the fashion industry. Unfortunately, Sammy is letting others unduly influence her design decisions.

SAY (Hide the script in a “travel brochure.”) On our first stop, we’re visiting the Arc de Triomphe (ark deh TREE-omph), one of the most famous monuments in Paris.

This famous arch was begun by Napoleon Bonaparte to honor his army. When his army lost, the building of the arch was stopped.

However, it was completed by a later ruler and stands as a monument to French soldiers. The Arc is the site of official government ceremonies and the finish line for the Tour de France bicycle race.

▶▶ Start the Unit DVD “Sammy Stitcher Visits” background segment as Sammy Stitcher enters.

Sammy: (Stroll in as if sightseeing, carrying a sketchbook hiding the script, wearing a newspaper hat, foil or paper tie, and odd sunglasses. Notice the Pilot, stop, drop the sketchbook, and raise both hands to face in horror.) No! No, no, no-o-o!

ASK What? What-what’s wrong?

GETTING READY

PREPARATION:

- ▶ Print the script from the Unit CD-ROM.
- ▶ Hide the script in a sketchbook.
- ▶ Locate or create an odd hat for Sammy.
- ▶ Create a foil or paper necktie for Sammy.
- ▶ Optional: Locate work shoes and a striped top for Sammy.

SUPPLIES:

- ☐ Unit DVD, DVD player, TV or projection screen
- ☐ Unit CD-ROM, computer, printer
- ☐ Paper folded like a brochure
- ☐ Costume for Sammy Stitcher
- ☐ Sketchbook
- ☐ Business card
- ☐ Odd hat
- ☐ Odd sunglasses
- ☐ Foil or paper necktie
- ☐ Optional: Work shoes and a striped top

T!P

See page 16 for a description of Sammy Stitcher's basic costume.

T!P

Sammy's sketchbook makes a handy place to hide the script.

FROM THE FIELD

Our Sammy Stitcher was male. We had him wear two neckties at once, an old cape, and sunglasses. We made him look as ridiculous and colorful as possible.

—Julie, Pilot

Sammy: Oh, the terror! It-it's just-just . . . horrible!

ASK What? What? Should we take shelter or something?

Sammy: No, no. It's just-just (*point a shaking finger at Pilot*) those clothes you're wearing. You do realize they're perfectly hideous, don't you?

ASK My-my clothes? What's wrong with my clothes?

Sammy: They're practically a crime against humanity. That-that shirt thing you're wearing . . . it's so-o-o last year. And those pants totally clash with your shoes. O-oh—and your shoes—your shoes! (*Visibly shudder.*)

ASK (*Frostily*) I get the idea, Miss—Miss?

Sammy: Hmm? Oh—right. My name's Sammy—Sammy Stitcher.

SAY Miss Stitcher. I wish I could say it's a pleasure to meet you, but . . .

Sammy: Oh, please . . . call me Sammy. And I guess I've insulted you now, haven't I? Well, you won't get an apology from me. The way I see it, I'm doing you a favor, pointing out how poorly conceived and executed your wardrobe is. I mean, someone needs to help you, and I'm just the person for the job!

ASK Why? What qualifies you to judge my taste in clothing?

Sammy: (*Hand business card to Pilot.*) My card.

SAY (*Reading from card.*) **Sammy Stitcher, Fashion Designer.** (*Stare incredulously at Sammy's odd costume.*) **You're a fashion designer?**

Sammy: One of the best, or at least, soon to be recognized as one of the best.

ASK Is that why you're in Paris?

Sammy: But of course! Where better in all the wide world than Paris, the center of all things trendy and tasteful, for a budding fashion designer to make a name for herself? And there's a fashion design festival going on in Paris right now!

SAY (*Still frosty*) **How nice for you.**

Sammy: Isn't it?

SAY **Sammy, since you seem to think it's all right to insult my fashion sense—**

Sammy: I would say lack of fashion sense.

SAY **Yes. Well, then maybe you can take some constructive criticism from me, as well.**

Sammy: Certainly. But I know what you're going to say. (*Take off the hat.*) I thought this hat was a bit much too when

Pierre D'Arnot suggested it. So there! It is gone and now my ensemble is perfect, no?

SAY No.

Sammy: No?

SAY No.

Sammy: (*Tug at tie.*) Ah! I know—the tie is too wide. These days a narrow, more 80s-style tie is more in style.

SAY It's not just the tie, Sammy. Tell me—who is this Pierre who gave you advice about this outfit?

Sammy: Pierre D'Arnot. He's also a young fashion designer. But he's French and very much in tune with the latest trends and styles . . . you know, the “cutting edge” of clothing fashions.

ASK So you're friends?

Sammy: Well, we've just met, actually. Not that I wouldn't like to be friends. He's very handsome, you know? And he knows everything about fashion design.

I just know if I could become a part of the group he hangs out with I could learn what people like here and create some designs that could win the fashion design contest and get me a job here in Paris!

SAY Hmm. Are Pierre and his friends entering this contest, too?

Sammy: Certainly! It's every young designer's dream to win!

SAY Okay. And did Pierre advise you on how you should dress today?

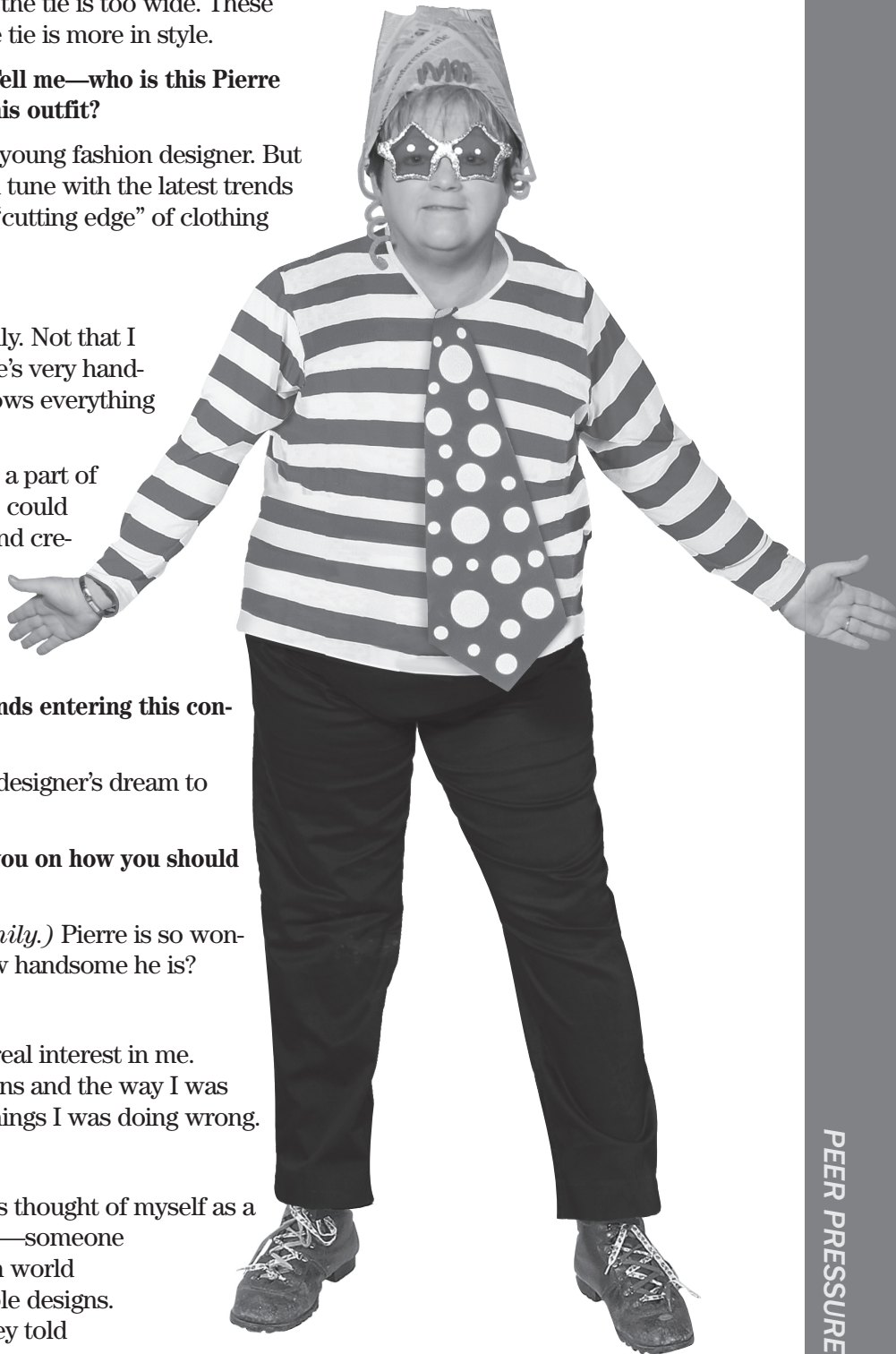
Sammy: Yes, yes. (*Close eyes dreamily.*) Pierre is so wonderful. And did I mention how handsome he is?

SAY You did.

Sammy: He seems to have taken a real interest in me. He took one look at my designs and the way I was dressed and told me all the things I was doing wrong.

SAY That was, umm, nice of him.

Sammy: Indeed, it was! I had always thought of myself as a maverick designer, you know—someone who would dazzle the fashion world with my original, unpredictable designs. But Pierre and his friends, they told me that I would have to conform—you



know, go along with the fashion crowd—if I wanted to make it big in Paris.

SAY And Pierre told you to dress like-like that? (*Motion at Sammy's outrageous attire.*)

Sammy: (*A bit defensive.*) Why, yes. I-I will admit it seems a bit—err—outrageous, but if this is what is fashionably stylish in Paris, then this is what I will design and wear!

SAY Well, I'm certainly not a professional fashion designer, but . . .

Sammy: That much is obvious! As such, I would not expect you to understand or recognize brilliant design when you see it. Really, it's not your fault.

SAY Oh, come on, Sammy! You can't possibly think your clothes are fashionable.

Sammy: I will not stand here and be insulted by someone as badly dressed as yourself. I hope you and your—troop—all have a lovely stay in Paris and hopefully our paths shall not cross again! Good day! (*Exit in a huff.*)

SAY (*Address kids*) Hmm, I think Pierre is giving Sammy some bad advice. Even though Sammy would rather not see us again, I kind of hope we bump into her—if for no other reason than to see what kind of crazy clothes she's wearing next time!

ASK That was some outfit, wasn't it? But you know, sometimes we all listen to friends who don't give us the best advice. That's part of what peer pressure is all about.

SAY We're ready for Hub Time. Let's find out more about peer pressure and who we should listen to.



HUB TIME



Encourage kids to stay in the HighPoint room and gather around their Tour Guides. Specific instructions for Hub Time are given in the Hub Time Itinerary on the next page.

- ▶▶ Play the Unit DVD “Hub Time” segment to signal the beginning of Hub Time.
- Move around the room and listen to the Hub Groups.
- ▶▶ Play the Unit DVD “Connecting Flights” segment to signal when it is time to leave Hub Time and move to the Connecting Flights.

*(Microphone taps.) Testing 1, 2, 3. (Clear throat.)
Attention HighPoint passengers! It's time for your
Connecting Flight. Please listen for further instructions.*



CONNECTING FLIGHTS



Dismiss kids and Tour Guides to the selected Connecting Flight activities. Specific instructions for the various Connecting Flights are located in the back of this Session Guide.

SAY It's time for Connecting Flights where you'll discover more about peer pressure. Now boarding!

- Dismiss for Connecting Flights.
- Visit each Connecting Flight and make note of positive things to be mentioned later in the session.
- About 5 minutes before Landing is scheduled to begin, visit the Connecting Flight rooms and signal the leaders.
- ▶▶ Play the Unit DVD “Departure” segment to signal when Landing is about to begin.

*Attention please! HighPoint Flight 243 is ready to depart.
Passengers, please board the airplane.*

GETTING READY

PREPARATION:

- ▶ Make one copy of the Hub Time Itinerary for each Hub Group.

SUPPLIES:

- ☐ Hub Time Itinerary (one per Hub Group)

GETTING READY

PREPARATION:

- ▶ See Connecting Flights section of this Session Guide.

SUPPLIES:

- ☐ See Connecting Flights section of this Session Guide.

HUB TIME ITINERARY

*He who walks with the wise grows wise,
but a companion of fools suffers harm. (Proverbs 13:20, NIV)*



How do I know who to follow?

Welcome everyone to your group. Introduce any visitors. Then proceed with the following.

ASK Do you think Sammy should listen to Pierre's fashion ideas? (*no*) Is Sammy giving in to peer pressure from Pierre? (*yes*) Is Pierre a good or bad friend? (*bad*)

ASK Do you have a friend that you look up to? (*yes*) Do you want to do whatever that friend wants you to do? (*Allow responses.*)

If a friend asked you to steal, would you? (*Allow responses.*) Would it be easy to tell your friend that you won't steal? (*Allow responses.*)

If you were with a group of friends, and they all wanted you to steal, what would you do? (*Allow responses.*)

Is it harder to say no to one friend or to say no to a whole group of friends? (*Allow responses.*)

ASK Is a friend who asks you to do wrong a good friend? (*no*) Good friends influence you to do good things, not bad things.

SAY Good friends usually make good choices. Bad friends often get us in trouble.

SAY I'll tell you about several situations with friends. If you think you should do what your friend does, give me a thumbs-up. If you think you should tell your friend no, give me a thumbs-down.

- You and a friend see an elderly lady carrying heavy bags. Your friend wants you both to help her. (*thumbs-up*)
- Your friend sees a stray dog. He wants to throw rocks at it. (*thumbs-down*)
- A friend wants you to trip the new kid. (*thumbs-down*)
- Your church is helping a family paint their house. A friend asks you to help paint with her. (*thumbs-up*)

SAY You did great in spotting both the good influences and the bad ones. But sometimes it can be hard to see who we should follow and who we shouldn't. When that happens, we need help.

ASK Who can help us decide who our good friends are? (*Parents, God, wise adults, etc.*) Our parents and other wise adults are good people to listen to.

SAY If a parent says something like, "I don't want you hanging out with that boy. You two are always getting into trouble," that's a clue that the boy may not be someone you should follow.

ASK Did you know God also helps you know who to follow? (*Allow responses.*) Who does God want us to follow? (*People who obey Him.*)

SAY God is the best friend, One who'll never lead you astray.

ASK Should you always follow what God wants you to do? (*yes*) God wants the best for you, and He wants to keep you safe.

Prayer

SAY Let's pray and ask God to help us follow only the right kind of people. (*Also pray for any requests the kids mention.*)

Dear God, thank You for giving us good friends. Help us choose to follow only those who help us make wise choices. We love You, Lord. Amen.

- Get to know your kids better by asking:
 - What's your favorite game to play? How often do you get to play it?
 - What's the craziest food you've eaten? Why did you eat that food?



LANDING



Kids will gather in the HighPoint room to discover how someone in the Bible learned about The Point.

- ▶▶ Play the Unit DVD “Landing Countdown” segment to begin Landing.

Bonjour, HighPoint kids! It's time for Landing. We'll begin this session's Landing in ten seconds. (On-screen: 10-9-8-7-6-5-4-3-2-1. Landing.)

Introduction

SAY *Bonjour! (boh[n]-ZHOOR)* Welcome back from your Connecting Flight!

ASK Did you have a good time? (Allow group response and make positive comments about fun activities you observed.)

SAY Okay, everybody do what I do!

- Lead kids in doing the following:

- ☐ jumping jacks
- ☐ yawning and stretching
- ☐ scratching top of head
- ☐ making faces
- ☐ acting like an chicken
- ☐ being seated

SAY Our game was just for fun, but remember, in life if you follow someone else, they can make you look sillier than you just looked dancing like a chicken!

That's what our Life Verse is about. Let's say it together.

- ▶▶ Play the Unit DVD “Life Verse” segment.



LIFE VERSE

He who walks with the wise grows wise,
but a companion of fools suffers harm.
(Proverbs 13:20, NIV)

- Let the kids from Connecting Flight B teach their actions, or use the actions shown on page 17 as you say the verse.
- Repeat the Life Verse with actions several times in unison.

SAY We've been talking about not letting others pressure us into doing things we shouldn't do. That can be hard sometimes even for grown-ups.

GETTING READY

PREPARATION:

- ▶ Practice the actions for the Life Verse.
- ▶ Practice the Bible story.

SUPPLIES:

- ☐ Unit DVD, DVD player, TV or projection screen
- ☐ Glove
- ☐ Cup
- ☐ Parent Letter (one per kid)
- ☐ Boarding Passes (one per kid)

T!P

Be sensitive to kids who don't live with their parents or who have parents who make poor choices for the kids.

GETTING READY

PREPARATION:

► Practice the Bible story.

SUPPLIES:

☐ Unit DVD, DVD player, TV or projection screen

BIBLE STORY

Samson's Parents

Before Samson was born, an angel appeared and gave his parents instructions that meant Samson would have to resist peer pressure as a Nazirite.

FOCUS:

Like Samson's parents, we need to obey God's commands and resist peer pressure.

Everyone has an opinion. But whose opinion should we care about? (*Allow responses.*) God's opinion! We need to have people around us who want us to do the right things!

Our Bible hero, Samson, was blessed to have two people who wanted to make right choices. In fact, those two people actually made some good decisions for him.

ASK Did you know that you have people who make decisions for you? (*Group response*) I'll give you some clues: these people are older than you, they love you, and they usually share a house with you. Who are they? (*Parents, guardians, family members.*)

SAY Listen to find out how Samson's parents made good choices for him.

Bible Story: Judges 13:1–25

► Play the Unit DVD "Bible Story" segment as background during the story.

SAY As I start our Bible story, I want you to listen very carefully for when I say, "Nazirite vow." I'll explain later what it means.

Whenever you hear me say, "Nazirite vow," I want you to put your hand on your heart and say, "I promise." Let's practice that a few times.

- Say, "Nazirite vow."
- Lead kids in putting their hands over their heart and saying, "I promise."

SAY Our story is set in the land of Israel. The Israelites were God's people, but they had disobeyed God. Because of that, their enemies, the Philistines, had conquered them.

SAY The Israelites were sad because of the Philistines. But Manoah and his wife were even more sad. They were sad because they didn't have any children. They wanted children, but they couldn't have children.

One day, a stranger appeared to Manoah's wife. The stranger, an angel, said, "I know you don't have children, but you're going to have a son. Don't drink grape juice, wine, or any other alcoholic drink.

"Be careful what you eat. Follow all the food rules that God gave the Israelites.

"When your son is born you can't cut his hair.

"He will be special to God, a Nazirite, from the time he is born.

"He will help rescue the Israelites from the Philistines."

ASK What special instructions did the angel give Manoah's wife about her food and drink? (*Don't drink grape juice, wine, or any other alcoholic drink. Be careful what you eat. Follow all the food rules that God gave the Israelites.*)

ASK What special instructions did the angel give about her son's hair? (*Don't cut it.*)

SAY The angel said her son, Samson, was to be a Nazirite from the time he was born. A Nazirite was someone who made the *Nazirite vow*. (*Pause for kids to say, "I promise."*) A vow is a promise.

SAY Now the *Nazirite vow* (*pause for kids to say, "I promise"*) was a special promise made to God. People who made that vow promised to give themselves to God for a special purpose.

When people took the *Nazirite vow* (*pause for kids to say, "I promise"*), they couldn't eat or drink anything from a grapevine. They couldn't cut their hair. They couldn't touch anything dead. If they did any of those things, they broke their *Nazirite vow* (*pause for kids to say, "I promise"*).

ASK Do you think you should keep your promises? (*yes*) Since the *Nazirite vow* (*pause for kids to say, "I promise"*), was a promise, do you think it was important to keep that vow? (*yes*)

SAY Yes, if you make a promise to God, it's important to keep that promise.

SAY Now that we know what a *Nazirite vow* (*pause for kids to say, "I promise"*) is, let's go back to our story. Manoah's wife saw an angel.

ASK How would you feel if someone you didn't know appeared to you, told you about the future, and gave you special instructions? (*Allow responses.*) Who would you tell? (*Allow responses.*)

SAY Manoah's wife ran to tell her husband what had happened. She told him what the angel had said about her food and about what the baby would be.

Well, Manoah wanted more information. He prayed, "God, let the stranger you sent come again to teach us how to raise the boy who'll be born."

And guess what! The man came back and appeared to Manoah's wife a second time.

SAY This time, Manoah's wife ran to get her husband. "When your promise of a son comes true, what rules should we follow as we raise him?" Manoah asked.

T!P

The angel of God who appeared to Samson's parents was probably a theophany, or Jesus in the form He used before His birth as a man. This conclusion is based on the fact that He accepted Manoah's sacrifice himself. Angels do now allow themselves to be worshipped. They always direct worship to God.

HIGH POINT® REVIEW

If your group used the Confidence unit, ask, "Can you remember another Bible story about an angel, fire, and an offering?" Then briefly review the story of the angel who spoke to Gideon.

The angel repeated what he said earlier. Let's see if you remember what the angel told Manoah's wife.

ASK What was she not supposed to drink? (*She wasn't supposed to drink anything alcoholic or anything from the grapevine.*)

What was she supposed to eat? (*Only foods that God said the Israelites should eat.*)

What vow was Samson supposed to take? (*The Nazirite vow.*)

What was a Nazirite not supposed to cut? (*His hair*)

What was a Nazirite not supposed to touch? (*Anything dead*)

SAY You did a good job remembering what Samson's parents were supposed to do!

So, the angel told Manoah that he should do the things we just talked about for his son.

Manoah was thankful to hear from God. He asked the angel to stay until he could fix a young goat to eat.

"I won't eat your food," the angel said. "But you can offer it to God."

So, Manoah and wife came back with an offering. They offered it as a sacrifice to God. When Manoah lit the fire, the stranger suddenly ascended with the flames!

Suddenly, Manoah and wife knew that this was not a man. This was an angel of God! They fell on their faces. "We may die!" Manoah said. "We've seen God!"

But Manoah's wife said, "If God had meant to kill us, He wouldn't have accepted our burnt offering."

ASK Do you think she was right? (*yes*)

SAY When Samson was born, his parents kept their promise to God. They made sure Samson followed the rules of the Nazirite vow. (*Pause for kids to say, "I promise."*)

SAY Samson's parents had a big responsibility. God wanted them to help Samson follow God.

ASK Did you know that God wants your mom and dad to do the same thing? (*Group response*) He wants them to give you wise rules to follow. He wants them to help you follow Him.

ASK Do you have to obey any of Samson's rules? (*Allow responses. Some kids may respond that like Samson, they aren't allowed to drink anything alcoholic.*)

ASK What other rules do your parents give to you? (*Possible responses include bedtime rules, food rules, not*

watching certain kinds of TV shows or movies, bad language rules, playing with certain kinds of toys, etc.)

SAY Parents have rules for the same reason that God gave rules to Samson's parents. God wants you to grow up to serve and honor Him.

You probably won't take a *Nazirite vow* (*pause for kids to say, "I promise"*) or rescue people from their enemies, but you can grow up to be a man or woman who makes God proud.

ASK When we obey our parents, who are we really obeying? (*God*) Who should we always obey? (*God*)

Object Lesson

SAY When we obey God, He'll help us resist peer pressure. I have an Object Lesson that demonstrates that.

- Hold up a glove.

ASK Do you think this empty glove could lift this cup? (*no*)

SAY This empty glove is like us when we don't obey God. We don't have strength to resist peer pressure. We don't have strength to please God.

- Put on the glove and pick up the cup.

SAY My hand gives the glove power to act. In a similar way, when we choose to obey God, He gives us His power to resist peer pressure.

If we want to win against peer pressure, the most important thing we can do is obey God.

Salvation Emphasis

ASK Do you want to obey God and win against peer pressure? (*Group response*)

SAY If you want to obey God and let Him help you beat peer pressure, you need to ask Jesus to live in your heart and life.

All of us make mistakes and do wrong things. Another way to say that is to say that we sin. God loves us, but He hates sin. God loves you so much that He wants His Son, Jesus, to live in your heart and life.

Jesus never sinned even though He faced the same peer pressure that we do. When Jesus died, He paid for our sins. All we have to do to accept God's forgiveness is ask Him to forgive us for the wrong things we have done.

God has beautiful and wonderful plans for your life—just like He did for Samson.

GETTING READY

PREPARATION:

None

SUPPLIES:

- ☐ Glove
- ☐ Cup

T!P

Take this time to pray individually for kids who want to commit to be totally devoted to God.

ASK Would you like to start God's wonderful plan for your life? Would you like to ask Jesus to live in your heart and life?

SAY Everyone please repeat this prayer after me.

- Pause after each sentence in the prayer and let the kids repeat that sentence after you.

Dear Jesus, I know that I have done wrong things and I need Your forgiveness. I need You to take away my sins and forgive me. Now quietly tell God about the wrong things you've done. (Pause.) Jesus, I believe that You died and rose from the grave so my sins could be forgiven. Thank You for forgiving my sins. Please come to live in my heart and life. Amen.

SAY If you prayed that prayer for the first time, you've just accepted Jesus as your Savior. Come and talk to me or to your Tour Guide after our session. We want to know that you've asked Jesus to live in your heart and life.

Conclusion

ASK Who remembers The Point? (Group response) Let's say it together now!

▶▶ Play the Unit DVD "What's The Point?" segment.

What's The Point?

! I won't let people pressure me into doing things that don't please God!

SAY Remember The Point as you leave. Make wise choices about the friends you spend time with. Just remember that God is awesome! He'll help you if you ask.

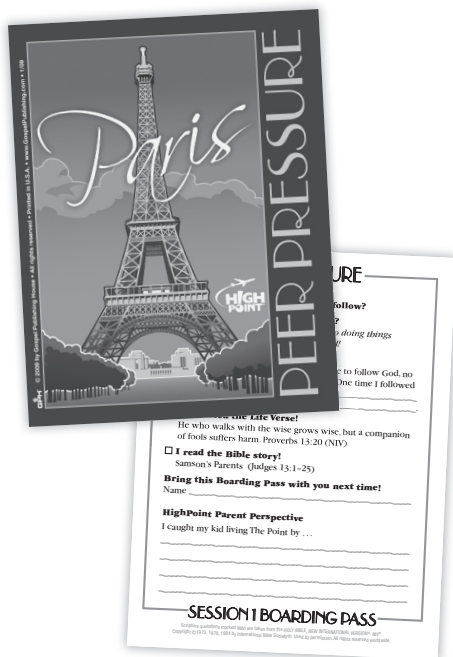
▶▶ Play the Unit DVD "Landing Video" segment to simulate the descent of the plane.

HighPoint Flight 243 passengers, it's time for this flight to end! We hope you've had a great time. Join us again for another great adventure. Au revoir!

SAY We had a great time in Paris. I can't wait to see what happens with Sammy Stitcher and her supposed friends! And wait until you hear what Samson gets himself into! Good-bye for now or as they say in Paris, "Au revoir!"
(oh REV-wahr)

Before you leave, please stop by Baggage Claim to turn in your **Passport** and pick up your Boarding Pass.

Don't forget to bring back your Boarding Pass next time.



Full-sheet copy masters for the Boarding Pass are available on the **Peer Pressure CD-ROM** or at gph.org/highpoint. Print them on the back of the **Peer Pressure Postcards** or on brightly colored paper.